Myth ADVENTURES!

WAKE GRAPHICS 6

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WARP WORDS

NOTES FROM THE PUBLISHER

For the last couple of issues of ***Mythadventures*** you've been enjoying the antics of our heroes as they make their way around the inter-dimensional focal point of all mercantile activity for a hundred dimensions. The ultimate mall, flea market, and swap meet all rolled into one. The Bazaar at Deva.

Now let me tell you about its real-life counterpart, at least as far as publishing is concerned: The Bazaar at San Francisco, otherwise known as The American Booksellers Association trade show. The ABA convention is held every year over the Memorial Day weekend, and unless you've been to one, no science fiction or comics con you've attended comes close to the amount and diversity of brouhaha that goes on for most of a week.

This year — and this one wasn't as big as last year's — something on the order of 1,000 publishers and 20,000 attendees invaded the Moscone Center to buy, sell, hype, snoop, pick up freebies, get autographs, ogle the strange booths, gawk at the guests, and stand in long lines for $2.00 hot dogs. In this country anyway, the ABA show is the mecca for publishers, and yours truly was there along with a number of comics folk. Among everything else, we're all trying to raise the consciousness of the non-comics buying market to the point you've been at all along: that comics are entertaining, that they can be a good read (the ABA theme this year: "Toward a Reading Society"), and that they are not the stuff of literary ghettos. We're beginning to get somewhere. Stay tuned.

And now a warning regarding future editorials — until the situation changes. I have a gripe, and I'm going to start airing it. The latest edition of Robert M. Overstreet's *The Comic Book Price Guide* is out, and for the eighth year in a row neither *Elfquest* nor any WaRP Graphics comic book is listed. With the inclusion of nearly every independent title in the 1985 *Guide*, our omission is irritating at best, suspicious at worst. So you will be reading about this "oversight." As I said, stay tuned.

See you in 60!

Richard

Myth ADVENTURES!

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ADAPTED, PENCILLED AND FINISHED BY: PHIL FOGLIO | INKED AND LETTERED BY: TIM SALE | BASED ON THE NOVELS BY: ROBERT ASPRIN | EDITED BY: RICHARD PINI

LET ME GET THIS STRAIGHT... I'M ABOUT TO GET INTO A FIGHT WITH THAT GANG OF THUGS OVER THERE BECAUSE OF YOU?

THAT'S RIGHT, HANDSOME.

PORT

?

MIND IF I ASK WHY?

MONEY.

BUT I HAVEN'T GOT ANY!

THAT'S WHY YOU'RE GOING TO GET IN A FIGHT.

"THAT'S WHY THE LADY IS A TRAMP"

BUT THAT DOESN'T MAKE ANY SENSE.

Honk

WELL, NORMALLY YOU'D GIVE THE MONEY TO ME, AND THEY WOULDN'T BEAT YOU UP 'CAUSE I'D CUT THEM IN FOR A SHARE. IF YOU HOLD OUT, THEY'LL PRETEND TO BE DEFENDING MY HONOR AND BEAT IT OUT OF YOU.

I HAVE TO ADMIT, I SET YOU UP FOR A SHAKEDOWN.

BUT I DON'T **HAVE** ANY MONEY!!

I KNOW.

BUT IF YOU KNEW, THEN WHY DID YOU ...

OH, I DIDN'T **KNOW** WHEN I FIRST SAW YOU. I FOUND OUT JUST NOW WHEN I SEARCHED YOU.

SEARCHED ME? WHEN DID...?

GRRRF?

OH, C'MON, HANDSOME, THERE'S MORE WAYS TO SEARCH A PERSON THAN JUST WITH YOUR HANDS.

OH.

WELL, THEN YOU CAN TELL THEM THAT I DON'T HAVE ANY MONEY!

THEY WOULDN'T BELIEVE *ME.* THE ONLY WAY THEY'D BE CONVINCED IS BY SEARCHING YOU THEMSELVES.

WELL... IF THAT'S WHAT IT TAKES... OKAY, FINE, I CAN LIVE WITH THAT.

GRRRR

NOT REALLY. THEY'D START BY CHECKING TO SEE IF YOU'D *SWALLOWED* YOUR MONEY.

OH.

LIKE I SAID, A FIGHT.

BUT I'VE NEVER *BEEN* IN A FIGHT BEFORE.

WELL, THINK OF IT AS A LEARNING EXPERIENCE.

HOLD ON! IF YOU'RE PART OF THE SCAM, WHY ARE YOU TELLING ME ALL THIS?

LET'S SAY I LIKE YOUR ACT. THAT'S WHY I SINGLED YOU OUT IN THE FIRST PLACE.

GEE, *THANKS!*

THEN AGAIN, I FEEL A LITTLE GUILTY ABOUT SETTING YOU UP.

THEN HELP ME!!

I DON'T FEEL *THAT* GUILTY, HANDSOME. BUT THERE *IS* ONE THING I CAN DO FOR YOU...

WAIT A MINUTE!! WON'T THAT...?

RELAX. IF YOU'RE GOING TO GET POUNDED FOR OFFENDING MY HONOR...

— YOU MIGHT AS WELL FIND OUT WHAT YOU'RE FIGHTING FOR.

HEY!

THUMP!

DIS GUY BOTHERIN' YOU, LADY?

MAKE IT QUICK, VED, HE SAYS HE'S BROKE.

AK!!

WUNCH!

QUICK IT IS.

GLEEP!

WHAT THE—

GEEZ, VED, HE'S GOT A DRAGON!

YIKES!

FOOM!

NO KIDDIN'. WELL STOP IT, STUPID!

SSSSSSSSSSSSSSSSS

OH. OKAY.

POK!

GLEEP! ARE YOU OKAY?

GLURP!

OKAY, KID, NOW DO YOU HAND OVER THE MONEY, OR DO WE CARVE YOUR DRAGON UP INTO SUITCASES?

HEY!

THE KID'S A MAGICIAN!

PULL, YOU IDIOTS!

WE'RE TRYING, VED!

I'LL GET HIM!

PULL!

VORP

WHAMP!

ZOK!

UH, YOU OKAY, VED?

KILL HIM.

WELL DO SOMETHING!

I'LL GET 'EM ...

STAY, GLEEP!

...GOOD BOY.

SO LONG, KID.

GRRRRR...!

WHAT THE...

OH, NO.

HUH? UH-OH... SORRY ABOUT THAT, ROOS!

KEEP AN EYE ON HIM, BOY!

GLEEP

YOU'RE NOT THE ONLY ONE WHO CAN TOSS MAGIK AROUND, BOY.

I GOT HIM! I GOT HIM!

I...!

SPLAT!

FLOTCH!

BONK!

CRAK!

SKLURT!

PLAFF!

DIS @#%&!! PRANK HAS GONE ON LONG ENOUGH!

Yeeargh!

WHAT?! NO!! KIERKEGAARD... NO!!

Aieee

HEY! HE'S STILL STANDIN'...

AAA

FWOMP!!

WELL?

UM... MY HOROSCOPE SAYS THAT I'M GOING ON A LONG TRIP TODAY... CAN I START NOW?

BYE.

GLEEP!

GLEEP!

WE DID IT! GLEEP, WE DID IT! WE WON! BOY, WAIT'LL I TELL...

Honk?

Honk?

WAY TO GO HANDSOME!

I GOTTA ADMIT, YOU REALLY HAD ME FOOLED, ACE. BUT NOW...! WHY, TOGETHER WE CAN...

HEY! WHAT ARE YOU DOING?!!

JUST CLEANING UP.

HEY, C'MON, HANDSOME, YOU'RE NOT UPSET ARE YOU?

HONK?

NOT ANYMORE. C'MON, *GLEEP.*

HONK?

SPLOT!

SHRIEK!

AW. I GUESS SHE'S MAD.

FA-DAM!

I DIDN'T KNOW YOU COULD GET *THAT* MAD!

GLEEP!

WHAT **WAS** THAT?!

YOU SLIME! *NOBODY* DOES THAT TO ME!

VORP!

OKAY, YOU WANT TO PLAY ROUGH?

BTHOOM!

...YOU GO RIGHT AHEAD...

GRRWF

GRRWF

GRRWF!

ROT! YOU HIGH AND MIGHTY MAGICIANS ARE ALL ALIKE! JUST ONE PUNCH AND YOU FALL APART! MAGICIANS ARE SUPPOSED TO BE SO BLOODY CLEVER!

WELL? SAY SOMETHING CLEVER!

NOT THAT THERE'S ANY WAY YOU CAN TALK YOUR WAY OUT OF THIS ONE—

TUNG!

SNAKT!

FANG!

WHAT?!

SPONG!

GROWF!

CLEVER IS AS CLEVER DOES, TOOTS.

AAHZ!

WELL, KID, LOOKS LIKE I GOT HERE JUST IN TIME.

I'LL SAY! HOW DID YOU FIND ME?

I JUST LISTENED... AND FOLLOWED THE SOUNDS OF A FIGHT.

SO WHAT IS THIS?

IT'S A GIRL.

NO FOOLING.

NO, REALLY, SHE KINDA THREW HERSELF ON ME, AND THEN A BUNCH OF HER FRIENDS TRIED TO BEAT ME UP —

WELL, ANYWAY, I BEAT 'EM, AND THEN I DUMPED HER IN A DUNG HEAP AND SHE SORTA WENT BANANAS.

—'CAUSE YOU DIDN'T HAVE ANY MONEY! A LOW-CLASS SHAKE-DOWN RACKET.

YEAH. I CAUGHT THE TAIL END OF THAT. THE LITTLE LADY HERE REALLY SEEMS TO HAVE SOMETHING AGAINST MAGICIANS.

HMMM... MAYBE WE CAN USE HER.

USE HER?! ARE YOU KIDDING? SHE ALMOST KILLED ME!

THAT'S RIGHT, AND VERY PROFESSIONALLY, TO BOOT. I'M A LITTLE CURIOUS AS TO WHY A TRAINED AND EQUIPPED ASSASSIN IS PLAYING AT BEING GUTTER SHAKEDOWN BAIT.

AN ASSASSIN? YOU MEAN LIKE THE IMPS?

AN ASSASSIN, YES. LIKE THE IMPS, NO. SHE'S **GOOD**, APPRENTICE. WE GOT THE DROP ON HER BY SHEER GOOD LUCK. BUT IF SHE HATES MAGICIANS **THAT** MUCH, WE MIGHT BE ABLE TO TURN HER AGAINST **ASSTVAN.**

BUT, **AAHZ**, **WE'RE** MAGICIANS! AND SHE'S **ALREADY** MAD AT ME!

TRUE. I'LL JUST HAVE TO SAY SOMETHING DISARMING. BESIDES, WE CAN CLEAN HER UP AND COOL HER DOWN AT THE SAME TIME.

SPLOOSH!

AWK! SPLUT! WHAT IS THIS?!

HELLO MY DEAR, MY NAME IS AAHZ AND I HAVE A PROPOSITION—

A... AAHZ? NO!!

GO AWAY!!

SO MUCH FOR DISARMING.

WAIT A MINUTE.. NO... IT COULDN'T BE...

OUCH! DAMN! SHE'S BITING ME!

NO!

IT IS! TANDA!

GO AWAY!

TANDA...

GO AWAY. I DONT WANT ANYONE SEEING ME LIKE THIS.

JUST GO.

TANDA, WE'VE BEEN LOOKING FOR YOU FOR SEVENTY-FIVE YEARS. WHAT HAPPENED TO YOU?

AAHZ... WHO IS SHE?

UH, SKEEVE... UH...

IS THAT TWERP STILL HERE?!

SKEEVE, THIS IS TANANDA. SHE'S ANOTHER ONE WHO FOUGHT ISSTVAN WITH US.

HER?!

WHY YOU—

TANANDA, THIS IS SKEEVE, PLEASE DON'T KILL HIM. HE'S MY APPRENTICE.

SINCE WHEN IS THE HIGH COUNCIL LETTING YOU TAKE ON APPRENTICES AGAIN? AND A KLAHD AT THAT!

THE COUNCIL DOESN'T KNOW YET. YOU FIRST. WHERE HAVE YOU BEEN, TANANDA?

FOR SEVENTY-FIVE YEARS? DOING THE SAME THING AS WHEN YOU SAW ME LAST...

REMEMBER WHAT I SAID AFTER YOU REFUSED TO HELP ME?

THERE ARE ONLY SO MANY PLACES HE CAN BE, *AAHZ*, AND EVENTUALLY I'LL FIND HIM. IF YOU WON'T *HELP* ME, THEN THE *LEAST* YOU CAN DO IS STAY OUT OF MY WAY!

FOR THE NEXT TWENTY-TWO YEARS, I WENT TO EVERY MAGE I COULD FIND WHO WAS LEVEL 4 AND ABOVE. FROM ALL OF THEM, NOTHING BUT:

NO.

SORRY..

NYET.

I CANNOT AID YOU.

TOUGH LUCK, KIDDO.

I FINALLY GOT ONE TO AID ME, DESPITE YOUR MEDDLING. THOUGH HE **DID** TAKE SOME CONVINCING..

ALL RIGHT!!

BUT ALL HE COULD TELL ME WAS: "HE HAS FORSAKEN ALL THAT HE HOLDS DEAR. LOOK FOR HIM AMIDST POVERTY AND SQUALOR."

BIG HELP. BUT IT WAS THE ONLY LEAD I HAD.

AND I'VE BEEN LOOKING THERE EVER SINCE.

THE LAST COUPLE OF YEARS I'VE JUST DRIFTED.

SOMETIMES I THINK I'LL NEVER FIND HIM.

NO. NO, YOU WON'T.

TANANDA...

GARKIN... GARKIN'S DEAD, TANDA.

HEY...

LEAVE HER ALONE, SKEEVE.

AAHZ, WHAT WAS GARKIN TO HER?

MORE THAN I REALIZED, KID...

MORE THAN I REALIZED.

AND WHAT BUSINESS IS IT OF YOURS WHAT GARKIN WAS TO ME?!!

WHAT GARKIN WAS TO ME.

I WAS HIS APPRENTICE.

WERE— WERE YOU HIS SON?

ME? NO, I RAN AWAY FROM HOME WHEN MY MOTHER DIED. GARKIN TOOK ME IN.

WAIT. HE TOOK YOU ON AS AN APPRENTICE MAGICIAN?

YEAH.

GROWL?

GARKIN TOOK ON AN APPRENTICE... THEN HE WAS CURED!

NO. BUT HE TOOK ON SKEEVE ANYWAY. HE WAS TRYING, TANDA, RIGHT UP TO THE END.

AAHZ, HOW DID HE DIE?

ISSTVAN. HE'S BACK.

NOOOOO

DAMN YOU! WHY WOULDN'T YOU LET ME GO TO HIM ?!!

BECAUSE HE BEGGED ME NOT TO!

BUT I COULD HAVE PROTECTED HIM!

YOU WERE KILLING HIM, TANDA!

WHAT?

HE STILL LOVED YOU, *TANANDA*, BUT YOU CALLED UP TOO MANY MEMORIES OF WHAT HE'D BEEN.

JUST *SEEING* YOU MADE HIM TRY TO FIGHT *ISSTVAN'S CURSE.*

THE DAY HE SENT YOU AWAY, HE TRIED AGAIN..

IT TOOK TWO ADEPTS WORKING WITH ME TO KEEP HIM FROM DESTROYING THE CONTINENT.

THAT WAS THE LAST TIME HE FOUGHT IT. HE COULDN'T FACE YOU AGAIN, SO HE LEFT. *NOW* DO YOU UNDERSTAND WHY I COULDN'T TELL YOU?

NO! I'LL NEVER UNDERSTAND THAT. I'M GOING WITH YOU, AND THIS TIME *ISSTVAN* DIES! HE'S MESSED WITH MY LIFE, MADE ME BLEED, FOR THE LAST TIME.

NO MORE!

NO ARGUMENT.

SHE'S COMING WITH US?

YES.

AAHZ, WAIT, LET ME TALK TO HIM.

BUT AAHZ...

I SAID YES, APPRENTICE.

LISTEN... SKEEVE? I KNOW WHAT YOU MUST THINK OF ME. I — I GUESS WE REALLY GOT OFF TO A BAD START.

YOU COULD SAY THAT.

OH, IT WASN'T YOUR FAULT. IT'S... WHAT WITH TWENTY YEARS OF BEING GIVEN THE RUNAROUND, I... DON'T HAVE MUCH OF A LIKING FOR MAGICIANS.

HOW CAN I MAKE YOU UNDERSTAND? WHAT I DID— IT WAS ALL FOR GARKIN. HE WAS EVERTHING. I HATED WHAT I HAD TO DO... BUT I'D HAVE DONE ANYTHING TO FIND HIM.

NOW YOU TELL ME I'M TOO LATE — THAT HE'S DEAD.

ALL I HAVE LEFT OF HIM IS WHAT YOU CAN TELL ME, SKEEVE. WHAT HE WAS LIKE, HOW HE LIVED, WHETHER HE EVER LAUGHED... IF I DON'T GET TO KNOW HIM AGAIN, I'LL NEVER BE ABLE TO... TO SAY GOODBYE.

SKEEVE— PLEASE.

TNANOA...

I...

SURE.

THANKS.

WAY TO GO, KID.

OH, YEAH **TANDA**, THERE'S SOMETHING ABOUT ME YOU GOTTA KNOW... I'VE LOST MY POWERS.

AND HERE I WAS WORRIED IT WAS GOING TO BE TOO EASY!

IT WAS **GARKIN'S** LAST LITTLE JOKE BEFORE HE GOT HIT. THE ONLY MAGIK WE'VE GOT IS THE KID.

NOT NECESSARILY.

SNAP!

YOU DON'T HANG AROUND MAGICIANS FOR TWENTY-TWO YEARS AND NOT PICK UP A FEW TRICKS.

WOW! YOU'RE A MAGICIAN **AND** AN ASSASSIN?

THAT'S RIGHT, KID. SHE COULD PROBABLY TEACH US BOTH A FEW TRICKS.

SOME MORE INTERESTING THAN OTHERS.

HUH?

WELL, WHAT WITH THE THREE OF US AND THE DRAGON WE MIGHT HAVE A CHANCE.

SHHHHHHH!

DRAGON? WHAT DRAGON?

UM... WELL... I... SIGH... GLEEP!

WHUMPF!

GLEEP!

THIS DRAGON.

SKEEVE, I TOLD YOU TO *LOOK* AT THE DRAGONS, NOT *BUY* ONE!

WELL, I GOT A GOOD DEAL—

FROM A DEVEEL? *TELL* ME ABOUT THIS GREAT DEAL.

I GAVE HIM *QUIGLEY'S* PENDANT FOR IT.

YOU TRADED A MAGICAL PENDANT THAT SEES THROUGH SPELLS FOR A FLEDGLING DRAGON?

UM... YEAH.

GLUMF

SHAKE SHAKE SHAKE

WHAT WAS THAT FOR?

WHAT WAS *THAT* FOR?

I WANTED TO SEE IF YOU'D COMPLETELY LOST YOUR MIND..

.. OR IF A PIECE OF IT WAS STILL RATTLING AROUND IN THERE!!

HEY, EASE UP ON HIM, **MAHZ.** IF YOU THOUGHT HE'D SCREW UP, WHY'D YOU LEAVE HIM ALONE?

UM... WELL, I ..

I... UH...

WAIT! LET ME GUESS... IT WAS EITHER A GIRL OR YOU WERE STUFFING YOUR FACE. RIGHT?

RIGHT.

GLEEP!

OKAY! OKAY! A DRAGON, EH? WELL, IT COULD BE WORSE.

WE'VE HUNG AROUND HERE LONG ENOUGH. LET'S GET GOING.

TO FIND WEAPONS?

NO, BACK TO ***KLAH.***

WHAT?

OH, I'VE ALREADY PICKED UP SOMETHING FOR ***ISSTVAN!***

:sniff:

:sniff:

ECCH! YOU DIDN'T ***REALLY*** GET HIM SOME ***PERVISH*** COOKING, DID YOU?

WHAT? ARE YOU ***NUTS?***

THAT'S FOR ME.

eek! eek!

Chez Pierre

C'MON NOW, GET THAT DRAGON OVER HERE. WE DONT LEAVE ANY-THING OF VALUE.

AHA! SO HE HAS VALUE!

NUISANCE VALUE.

KLAH, IS IT? PRETTY LOW-TECH, IF I REMEMBER. WHAT KIND OF SET-UP ARE WE TELEPORTING INTO?

WE'VE GOT AN ALLY THERE, OF SORTS...

DRAGON CONTROL

Deva Chamber of Comme

AN EXILED DEVEEL NAMED FRUMPLE WHO RUNS A RUG SHOP. I THINK WE'VE CONVINCED HIM THAT IT'S IN HIS BEST INTERESTS TO WORK WITH US.

OF COURSE WE HAD TO LEAN ON HIM A LITTLE TO GET HIM TO SEE IT OUR WAY...

CLICK

SO DON'T EXPECT A WARM RECEPTION.

I DON'T SUPPOSE HE MENTIONED ANY-THING ABOUT A ***FIRE SALE***, DID HE?

ABDULS

NEXT ISSUE: KEEP THE HOME FIRES BURNING...

-OR-

ASH THE MAN WHO OWNS ONE

Myth PRINTS

A switch from letters right off this time, for two reasons. First, we don't have letters on Mythadventures *#5 yet because it only just came out. Second, it occurs to me that out of those of you who read this book (as well as other WaRP titles) there are probably many who don't connect with that part of comics fandom that generates reviews. For the benefit of that latter group, then, I'd like to present the following review by R.A. Jones, which originally appeared in* Amazing Heroes *#52, August 1, 1984.*

WaRP Graphics is best known for *Elfquest*, a fantasy series for which I have never been able to generate much enthusiasm. Now comes ***Mythadventures***, the story of a boy and his demon. The comic is based on a series of books written by Bob Asprin, an author whose name I know, but whose works I have never read. I thus entered ***Mythadventures*** with no idea of what to expect.

What I found was one of the funniest comics I have ever read. I'm talking real humor here: not slapstick or goofiness, but humorous situations and sparkling, funny dialog. The "hero" of the series is Skeeve, a young man who serves as an apprentice to Garkin, a magician. Unfortunately, Garkin is assassinated just as he has summoned a demon from another dimension.

The demon, named Aahz, is unusual, to say the least. Though fierce-looking, he's really a bit of a pussycat — that is, if you happen to know any pussycats who drink like fish and occasionally threaten to rip your heart out. Aahz has a bit of a problem: when Garkin summoned him, he also stripped the demon of his magical powers. This leaves Aahz unable to return to his own dimension.

There is an additional problem: The assassin who killed Garkin is in the employ of an evil magician named Isstvan. Isstvan plans to slay all the magicians in the myriad dimensions, gaining supreme power for himself. Aahz is determined to stop him, aided by the more than mildly reluctant Skeeve.

This first issue is a delight, and I have only two reservations. The first has to do with the art. Strangely enough, I felt the visuals were too "funny." Since, as I said, most of the humor comes from the situations and dialogue, cartoonish art isn't needed. (Imagine the movie *Airplane* done instead as an animated film starring Huckleberry Hound.) A "straighter" pencilling style, such as that employed by Dave Sim on *Cerebus*, would have been more appropriate.

The second objection is that the book will only be appearing on a quarterly basis. Three months is an awfully long time to wait for a comic, especially one with a continuing storyline.

Both of these are minor criticisms. If fun-filled fantasy, humorous characters, and superb dialog sounds like your cup of tea, then you should by all means give *Mythadventures* a try.

As you should also do with Amazing Heroes *itself, a biweekly publication of Fantagraphics Books. Look for it at your comics shop.*

You'd better get a grip on Phil. He's going too far.

He's devoted half a page to *Elfquest*. Yay! But whoa there — what's the "aye" and "nay" gibberish Skywise, Cutter, and Strongbow (recognizable only by his headband) keep spouting? By the end of this series there'll be no more Wolfriders. Phil will have mowed them all down by then. Maybe you should make Winnowill his supervisor or something.

Denise Henry
Weston, ON CANADA

What you've got to understand is that those weren't the real *Wolfriders — the ones that inhabit the Earth EQ. The ones you're talking about are simply visitors to Deva from a parallel dimension, where they talk a little funny — perhaps Earth EQ-2. Why, there could be all kinds of variations . . . What? What crisis? Marv, you just stay away . . .*

Hey, didja notice? Not a word in here about any Mythadventures Fan Club! What a relief! But don't look at page 29, okay? Thanks!

WELL, OKAY, BUT I'LL TELL YOU THIS...
THE MAIN PROBLEM WITH PERVISH FOOD...
...IS KEEPING THE GOO FROM CRAWLING OUT OF THE BOWL WHILE YOU'RE EATING IT.

Address all correspondence to: WaRP Graphics, 5 Reno Road, Poughkeepsie N.Y. 12603

ANANDA

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